

**TWIN
GAME**

SAGBALL™

SOCCER/RUGBY



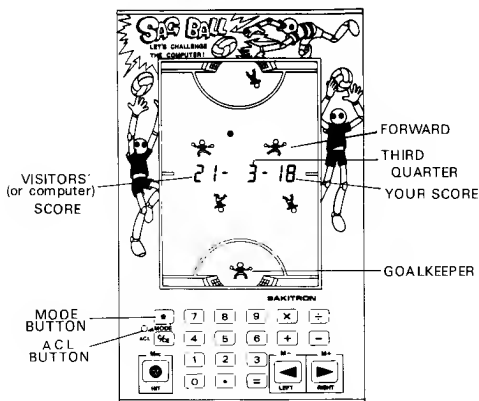
SAKITRON CO., LTD.

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GAME**

SAGBALL™

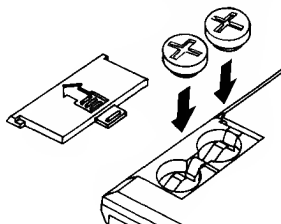


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INSERT BATTERIES

Turn game upside down. Press down on cover and slide it off. Insert LR44 or SR44 batteries. (SR44 type batteries will last longer.)



SETTING THE TIME

1. Depress the ACL button. Then "00-00 00" appears on the display.
2. Use CALCULATOR (numerical) buttons to set time.
Ex. 12:53' 00"
Depress 1, 2, 5, 3, 0 and 0 in this order.
3. Depress MODE button and the display starts showing time.

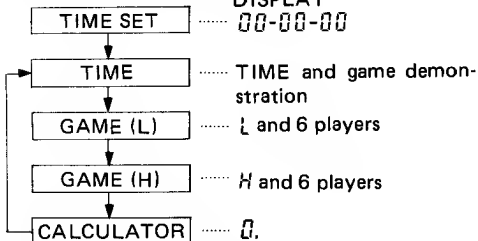
NOTES:

- (1) Time is shown with game demonstration.
- (2) Unless hour, minute and second are all entered, MODE button doesn't work.

FUNCTIONS OF MODE BUTTON

Each time MODE button is depressed, the display changes as shown below:

DISPLAY



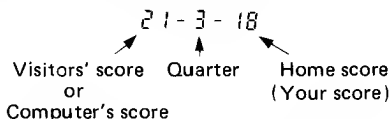
SAGBALL GAME PLAN

You can play SAGBALL "Single-player"
(playing against the computer) . . .

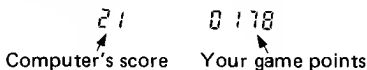
. . .or enjoy SAGBALL'S "Twin Game" ability.

When connected to a second SAGBALL game, your game becomes a two players game, enabling you to actually play against another person !!!

- (a) Goalkeeper — moves in defense only.
- (b) Forwards — moves to attack only.
- (c) Goalkeeper and Forwards are controlled by the same button. Namely, Goalkeeper and Forwards move in the same way and at the same time.
- (d) Forwards — can catch a ball and keep it, when received by head without depressing HIT (start) button, and then move to right and left sides to make a shot.
But, if you don't depress HIT (start) button over 7 seconds, he shoots by himself.
- (e) Chance Time — You can get 2 points per goal whenever your score is flashing.
(Visitors also can get 2 points per goal whenever visitors' score is flashing.)
- (f) Scoring — Scores are indicated as shown below:



- (g) It takes 3 minutes to finish one game.
- (h) 1 QUARTER is about 45 seconds.
One game consists of 4 QUARTERS.
- (i) Game Points — When a game is over, Winners' or Losers' melody is heard and the winner players flash. Then, your game points are shown as follows:



- (j) The Highest Game Points — These points are kept in memory and you can see them by depressing HIT (start) button in the game display mode (when the display showing "L" or "H".)

CONTROL BUTTONS

HIT
(start)



Players extend both hands to hit or make a shot.

LEFT

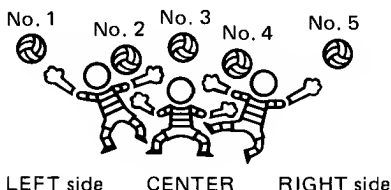


Players move to the left.

RIGHT



Players move to the right.



Ball No. 1: Player on the left side can hit No. 1 ball with his left hand.

Ball No. 2: Player on the left side can hit No. 2 ball with his head OR player in the center can hit it with his left hand.

Ball No. 3: Player on the left side can hit No. 3 ball with his right hand OR player in the center can hit it with his head OR player on the right side can hit it with his left hand.

Ball No. 4: Player in the center can hit No. 4 ball with his right hand OR player on the right side can hit it with his head.

Ball No. 5: Player on the right side can hit No. 5 ball with his right hand.

HOW TO PLAY SAGBALL

A. Single-Player-Game (Playing against the computer)

1. Depress MODE button until the display shows "L" or "H".

"L" — Low Speed Game (For beginners)

"H" — High Speed Game (For advanced playing)

CAUTION: Don't keep your machine showing "L" or "H". Batteries drain rapidly. When you don't play SAGBALL after the selection of games, please keep your machine in the time display mode.

Further, the speed of a ball becomes irregular during the process of a game unless HIT (start) button is depressed within 30 seconds to start the game selected. If that is so, please depress MODE button until the display shows "L" or "H", again. (Please refer to FUNCTIONS OF MODE BUTTON.)

2. Depress HIT (start) button. Game starts.
3. A ball moves automatically.
4. The ball speed changes after 30 seconds.

	First 30 seconds	Last 150 seconds
"L" game	Very low speed	Moderate speed
"H" game	Moderate speed	Very high speed

5. The goalkeeper and forwards of visitors' team are controlled by the computer.
6. You can control your Goalkeeper and Forwards by the control buttons.
7. Your Goalkeeper and Forwards move in the same way and at the same time.
8. How to hit a ball:
 - (a) Move your players to the right or left by

depressing the control buttons (LEFT or RIGHT BUTTON). Then depress HIT (start) button.

- (b) Only FORWARDS can catch a ball and keep it, when received by head without depressing HIT (start) button, and then move to the right or left side to make a shot.

But, if you don't depress HIT (start) button over 7 seconds, he shoots by himself.

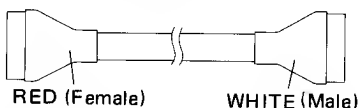
9. If you depress two control buttons at the same time, neither of the buttons work. The control buttons must be depressed one by one.

B. TWIN Game (2-Players-Game)

1. See that both SAGBALL machines are in the time display mode.
2. Connect two SAGBALL machines using an appointed cable (available at the dealer).

CAUTION: Never connect two machines in the calculator display mode.

3. The cable has "Female" and "Male" connectors as shown below:



4. Your SAGBALL machine, if connected with the "Female" connector, becomes the FEMALE game machine and the other machine works as the MALE game machine. To the contrary, when connected with the "Male" connector, your game machine becomes the MALE game machine.
5. Depress MODE button on the FEMALE machine until the FEMALE machine display shows "L" or "H".

6. The FEMALE machine controls a game and "L" or "H" selection of games must be made on the FEMALE machine. The MALE machine shows "L" even when the High Speed Game is selected.

CAUTION: Don't keep the machine showing "L" or "H". Batteries drain rapidly. When you don't play SAGBALL after the selection of games, please remove the cable and keep the machines in the time display mode.

Further, the speed of a ball becomes irregular during the process of a game unless HIT (start) button is depressed within 30 seconds to start the game selected. If that is so, please depress MODE button on the FEMALE machine until the display shows "L" or "H", again. (Please refer to FUNCTIONS OF MODE BUTTON.)

7. See that the MALE machine shows "L" and depress HIT (start) button on the FEMALE machine. A game starts on both machines. If HIT (start) button on the FEMALE machine is depressed before the MALE machine shows "L", a game doesn't start. If that is so, please remove the cable, depress ACL button and then start from the procedure for setting time. (Please refer to SETTING THE TIME.)
8. If something is wrong, remove the cable and depress ACL button of both machines. Set time and depress MODE button to return the machine to the time display mode. Then connect the machines again.
9. Never remove the cable during the process of a game. If removed, please depress ACL button and set time again. (MODE button doesn't work.)